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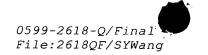
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What is claimed is:

1. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters responsive to a relation limit varied with directions of said directional relation; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

- 2. The method as claimed in claim 1, wherein each of said pixels comprises red data, blue data, green data and alpha channel data.
- 3. The method as claimed in claim 1, wherein each of said directional relation defines relative edge positions of said 2-D graphic object closest to said pixels.
- 4. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters

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- responsive to a mapping table defining offset values of said 10 11 z-axis parameters; and
- rendering said 3-D graphic object in response to said 2-D 12 13 graphic object and said z-axis parameters.
- 5. The method as claimed in claim 4, wherein each of said 1 2 pixels comprises red data, blue data, green data and alpha channel data. 3
- 6. The method as claimed in claim 4, wherein each of said 1 2 directional relation defines relative edge positions of said 2-D graphic object closest to said pixels.
 - 7. A method of rendering a 2-D graphic object, having a plurality of pixels, to a 3-D graphic object, comprising the following steps of:

determining a directional relation corresponding to said pixels, wherein said directional relation defines relations between said pixels and edges of said 2-D graphic object;

generating z-axis parameters corresponding to said pixels in response to said directional relation with an effect function, wherein said effect function renders said z-axis parameters responsive to a relation limit varied with directions of said directional relation, a contour curve, and a mapping table defining offset values of said z-axis parameters; and

rendering said 3-D graphic object in response to said 2-D graphic object and said z-axis parameters.

- 8. The method as claimed in claim 7, wherein each of said pixels comprises red data, blue data, green data and alpha channel data.
- 9. The method as claimed in claim 7, wherein each of said



3 2-D graphic object closest to said pixels.